KONAMI

# METAL GEAR SOLID PORTABLE OPS ARTBOOK

# 1970

# COLOMBIA

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# 'Gears of War!

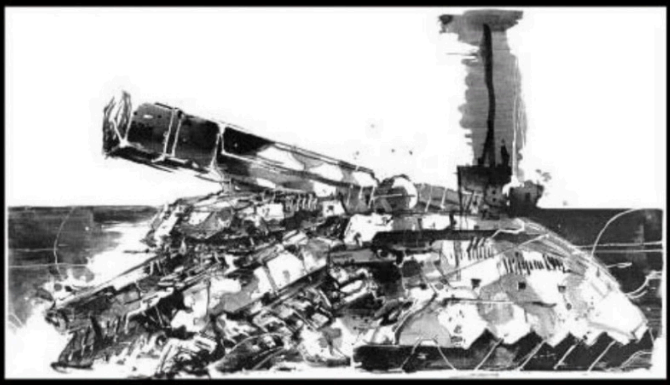
## An All-New Menace Awaits Big Boss in *Metal Gear Solid: Portable Ops*

Metal Gear: a nuclear-equipped, bipedal tank, capable of launching a nuclear attack from any position on Earth, and crossing any terrain with the maneuverability of a submarine in water. Three generations have grappled with its menace as this fearsome weapon evolved—from crawling along the ground into standing on two legs. It's proven to be a fearsome foe for each of the successive heroes in the *Metal Gear Solid* saga: Big Boss, Solid Snake, and Raiden.

Metal Gear traces its heritage back to a pair of secret weapons developed at the Granin Design Bureau, in Soviet Russia. The first was a rocket-powered nuclear cannon dubbed Shagohod, the creation of Soviet scientist Nikolai Stephanovich Sokolov. Aleksander Leonovitch Granin, once a national hero to his motherland, conjured up the second: a walking tank.

The Soviet military abandoned Granin's plan in favor of Sokolov's Shagohod, but some say that Granin's plans made their way into the United States, serving as the basis for the now infamous Metal Gear. The Metal Gear crises of the 1990s (Outer Heaven, Zanzibar Land) and the new century (Shadow Moses Island) all stem from these ominous developments.

So what became of Sokolov's Shagohod? Did the man who would become Big Boss cut short lineage completely? The answer is no: the latest intel suggests that an all-new Metal Gear derived from that lethal line still exists, waiting to challenge the mettle of PSP owners everywhere in *Metal Gear Solid: Portable Ops*. What kind of machine could it be…?



# PORTABLE OPS: GAMEPLAY BRIEFING

## Squad strategy details and more straight from Kojima's team

Hello, *Metal Gear* fans! It's the *Metal Gear Solid: Portable Ops* team here with an update on our upcoming PSP game for you. Let's get to the juicy details.

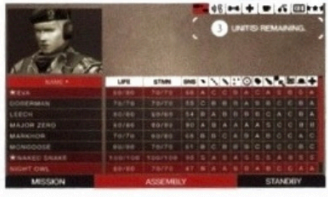
First off, we want to confirm that in the single player mode of *MPO*, you can have up to four characters in your team (this includes one slot for Snake/Big Boss). You can only control one character at a time, but the remaining three characters will be waiting in position at various points across the map.

This time, the stages won't be as linear as you're used to in a *Metal Gear Game*. We've created wider environments for you to tackle, but this new comrade system will ensure that you don't get lost or overwhelmed. Since your comrades will be stationed at various points across the level, you can take control of each character and explore different parts of the map. Your comrades will also have unique abilities and weapons. By taking control of each of them on the map, you'll be able to fill in the gaps and familiarize yourself with the environment.

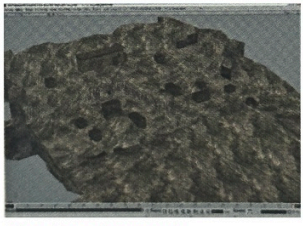
With a touch of a button, you'll be able to view the game's overhead map and see where your allies are hiding. We'll give you one guess as to exactly how your remaining three comrades hide while you're controlling the other character!

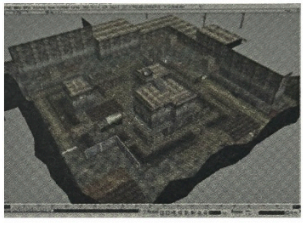
Since this an *MGS* game, the single-player mode has many similarities with the PS2 titles. The radio CODEC system is back, there will be a lot of creative cinematics that tie together the story, hours and hours of voice-over dialogue (with the main cast of voice actors all returning!), and a variety of in-game objectives. There will be a variety of ways to coax enemy soldiers into joining Snake's side, but for now they are a secret. As you know, the question of whether or not you should kill a lonely enemy has always been a theme of *Metal Gear Solid*. This time we're taking that theme a step further because you will truly benefit from using your brain and figuring out a way to recruit enemy soldiers rather than simply shooting them in the head. That's all for now! **MPO TEAM, KOJIMA PRODUCTIONS**

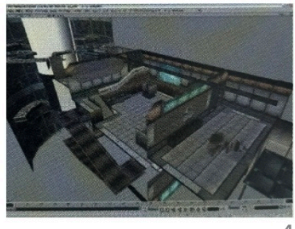
**EXCLUSIVE EARLY SKETCH of Big Boss from the sketchbook of MGS art director Yoji Shinkawa!**




**SNAKE HAS A POSSE** Before a mission, pick three pals on this screen.







**Map Development:** Each map is a maximum of 300kb in size with a maximum color range of 16 colors, differentiated by variations in lighting.

info

**Ryan Payton**

**TITLE** International Manager, Kojima Productions

**WHY YOU SHOULD CARE ABOUT WHAT HE SAYS** Since directing the *Metal Gear* documentary DVD, *Metal Gear Saga*, Ryan Payton has become one of the most well-known figures in the games industry, producing and hosting Kojima Productions' weekly podcast. Next to Hideo Kojima himself, he's become the *Metal Gear* point man in the West.

# Metal Gear Solid: Portable Ops

# DEVELOPMENT DIARY

**Since our July *Metal Gear Solid: Portable Ops* cover story, Kojima Productions has been hard at work completing the game – and that doesn't just mean polishing the graphics; it also means nailing down the story and adding great voice acting. Voice-overs were recently concluded, and Kojima Productions' own Ryan Payton is back with another exclusive, inside update!**

## July 16

Without a hint of jetlag from my cross-Pacific trek, I hop into a rental car and head over to West Hollywood – my home for the next week while we record the voice-overs for *Metal Gear Solid: Portable Ops*. Recording doesn't start until Monday, so I spend my free day hanging around Sunset Blvd. and going over the *MPO* script one last time.

It's exciting times to be working on *MGS*. Lead editor, David Chen, and myself have been putting in plenty of overtime hours polishing up the *MPO* script. In my opinion, we've put together the most accessible, readable script in Snake's twenty-year history.

## July 17

Superstar voice director, Kris Zimmerman, is already making preparations for the week of recording. Kris has been directing *MGS* voice-overs since *MGS1*. She is humble, but will admit that her work on the original *MGS* revolutionized voice-overs in games. She's continued to direct awesome voice-over work even if Japanese game producers bring in haphazardly translated, "Engrish" scripts for recording.

Dwight Schultz joined us to record the voice of a brand new character in the *MGS* universe. Now, contrary to what many of you may suspect, I did not recommend Dwight for this part because he is Capt. H.M. "Howling Mad" Murdock from the greatest action TV series in history: *The A-Team*. Rather, it was his chilling performance in Grasshopper's twisted masterpiece, *killer 7*, that convinced me that Dwight needed to be involved in *MPO* somehow.

After a few minutes of warm-up readings, Dwight found this character's voice – it's strong, chilling, and slightly demented. When you get your hands on *MPO* this winter, I think you'll agree that he delivers the most impressive performance in the game.

But that's not to take away anything from Mr. Hayter! Hollywood script writer, director, and the father of Snake's voice, David Hayter, joined us in the afternoon to record several hours of young Big Boss dialog. David gave a great performance... or maybe "surreal" is a more appropriate description? I can't explain how surreal it is to hear Snake's voice say, "Hey Ryan, what's up?"

Before we kicked off recording with David, we chatted a little bit about the themes of *MPO* and how he plans to tackle Snake's character this time around. David suggested that he should keep the hint of innocence in Big Boss's voice, but add a thin layer of maturity and worldliness to it. We decided to record that way and it turned out fantastic.

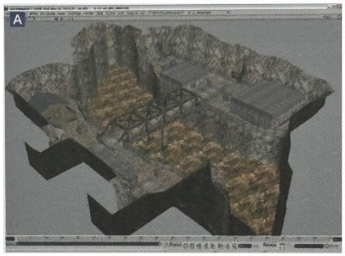
David was joined by Tara Strong, another veteran in the industry, who voiced a new and complex supporting character. Tara really impressed me with her work on *Eternal Darkness*. She nailed her multi-layered *MPO* part to perfection.

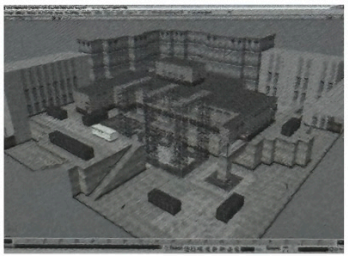
## July 18

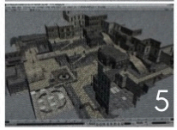
Today was a day of familiar voices: Heather Halley (Para-Medic), Jim Piddock (Major Zero), James Mathis (Sigint), and one more returning *Snake Eater* cast member joined us in the studio.

Now before I get too ahead of myself, let me throw in a quick disclaimer: unfortunately, I cannot reveal all of the characters we recorded. We had as many as nine actors come in and record in a single day, laying over the voice work on

**MEET SNAKE** David Hayter (middle) has provided Snake's voice since *MGS1*. Ryan Payton (left) and David Chen (right) are making everything in *MPO*'s script click.





# DEVELOPMENT DIARY

some of the most popular (and minor) characters in the *MGS* universe. So although I cannot reveal these characters right now, it is ultimately for your own good – you'll love the surprise when these characters make appearances in *MPO*!

So... back to the recording studio. It felt like a big reunion for *Snake Eater* performers. Most of the men and women in the studio hadn't seen each other since *Metal Gear Solid 3* was recorded.

Because the *Snake Eater* recording was so long ago, we prepped some old *MGS3* clips and played them back to remind actors what their characters sounded like. It took Jim less than a few seconds to reprise his role as the Major.

When we played back Sigint for James, he had a great request: play back the clip from *Snake Eater* when Sigint recalls a nightmare he had about an AWOL piece of crap. It's videogame Shakespeare!

## July 19

Today we were welcomed by David Agranov, who came in to record a young, hipper Roy Campbell. A few months back, he did an awesome audition for the part, really nailing the way you would imagine Roy Campbell as a rustic commander in the '70s.

While we were more than satisfied with Agranov's performance of Campbell, little did I know that he also speaks fluent Russian – a very valuable asset when Russian terminology comes up in the script.

After lunch, Noah Nelson joined us in the studio to record several hours with Big Boss. Noah's character kicks off the *MPO* narrative with a brutal first chapter. What's a *Metal Gear* game if Snake doesn't get knocked around a bit?

At the end of the day, we were joined by two actors who provided SE (sound effects) for single and multiplayer modes. Hey, somebody's got to voice the grunts, moans, and cries of pain that each soldier makes!

## July 20

Today was a critical recording day. Steve Blum (*Psychonauts*) came in to voice the most pivotal new character in *MPO*. Without spoiling too much, Steve's character embodies a number of personality traits – intelligence, arrogance, pride – but still must manage to be a likable, charismatic bad guy.

Thankfully, Steve was more than up to the task. He asked to see character art and sketches of cinematic scenes in order to truly understand the character. The hard work paid off – Steve gave an awesome performance that gave Kris and I chills.

*MPO* lead script editor and a good friend of mine, David Chen, joined us in the studio. David handled the task of giving the Japanese-to-English script a bit of an edge. When the script first comes back from the translation company, it's often riddled with textbook English – "My name is Snake. Who are you?"

David dived in and dirtied up the script, threw in some 1970's terminology, and all around made the narration more believable.

## July 21

The last day of *MPO* recording! Thanks to Kris, David Chen, and David Hayter's help, we were able to tweak the script on the fly to make it sound even better. As you can imagine, reading scenes on paper and then hearing the lines performed by voice actors can be two completely different experiences. On a number of occasions, we re-took scenes to capture the right tension that Hideo Kojima intended to create in the *MPO* story.

**IN THE STUDIO**
**This is what it looks like when Snake's lines are being laid down. Some ferns and guns could certainly help the atmosphere, don't you think?**

On Friday we recorded more voice work for David Hayter and Steve Blum. We were also welcomed by a *MGS* fan favorite Quinton Flynn (Raiden). Since Raiden hasn't even been born yet in the *MPO* universe, Quinton came in to record some SE for us.

So ends the voice recording work for *Metal Gear Solid: Portable Ops*. Thanks for coming along for the ride! This is where this journal entry ends. I'm on a flight to San Francisco to meet the PSM guys and a host of other media to present some fresh new *MPO* information. **RYAN PAYTON**

# DEVELOPMENT DIARY

**SNEAKY** Here's an exclusive render of the badass new ninja character from *Portable Ops*. Is that a machete?

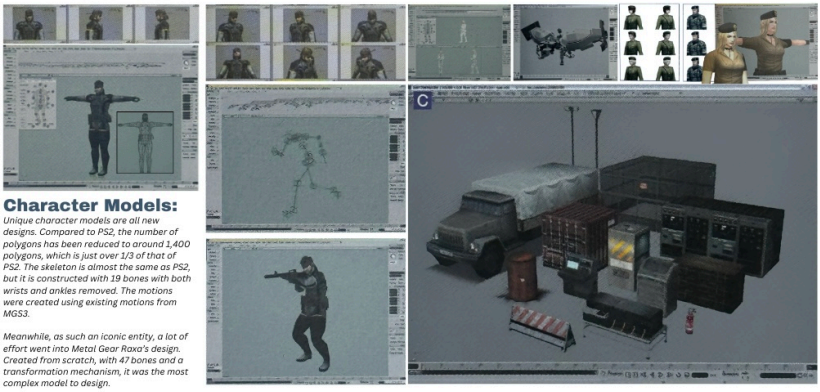
## NEW PORTABLE OPS DETAILS EMERGE!

### A new way to unlock characters, & Big Boss makes his voice heard

We already know that *Metal Gear Solid: Portable Ops* is a sequel to *Metal Gear Solid 3*, and that it's all about assembling the greatest tactical espionage action team ever, but we've learned a few new details about this exciting handheld game.

Not surprisingly, you can unlock some characters from *MGS3*; however, it's the *way* you unlock them that makes the game so interesting. You can actually access wireless hot spots and unlock characters based on the hot spots' individual, unique IP addresses. "No logging on to the hot spot is required – players need only locate a wireless access point in order to generate data to recruit that character," explained Konami. "These characters can then be formed into a four character team and taken online for multiplayer battles against opposing users." Konami also said that the game will make use of the upcoming PSP GPS peripheral in some fashion. It looks like you've got some traveling ahead of you if you want to get the most out of this game.

Finally, Konami confirmed that the game's cutscenes will have full voice acting, with the voice actors from *MGS3* reprising their roles. We couldn't imagine anyone other than David Hayter as Big Boss, anyway. JUSTIN CHENG



**Character Models:**
*Unique character models are all new designs. Compared to PS2, the number of polygons has been reduced to around 1,400 polygons, which is just over 1/3 of that of PS2. The skeleton is almost the same as PS2, but it is constructed with 19 bones with both wrists and ankles removed. The motions were created using existing motions from MGS3.*

*Meanwhile, as such an iconic entity, a lot of effort went into Metal Gear Raxa's design. Created from scratch, with 47 bones and a transformation mechanism, it was the most complex model to design.*

# METAL GEAR SOLID CHRONOLOGY

**1930s** Last member of the Philosophers dies.

**1939** Albert Einstein sends a letter to President Roosevelt advising the development of the atomic bomb.

World War II erupts.

**1941** British Army founds the Special Air Service (SAS).

**1942** America opens the Office of Strategic Services (OSS).

Physicist Enrico Fermi uses a nuclear reactor to generate atomic fusion.

US Army's Corp of Engineers initiates the Manhattan Project.

Grandfather of Hal "Otacon" Emmerich joins the Manhattan Project.

The Boss establishes the Cobra Unit at the Battle of Stalingrad.

**1944** Allied Powers dispatch the Cobra Unit at the Battle of Normandy.

**1945** America tests the first atomic bomb in Alamogordo, New Mexico.

Atomic bombs dropped on Hiroshima and Nagasaki, Japan.

Otacon's father is born.

**1946** ENIAC, the first computer, is built.

**1947** America founds the Central Intelligence Agency (CIA).

Cobra Unit disbands.

**1949** Inauguration of NATO (North Atlantic Treaty Organization).

Soviet Union tests an atomic bomb at Semipalatinsk.

Germany is divided -- East and West.

**1950** President Truman orders the development of various atomic bomb types.

Korean War begins.

**1951** Israel establishes the Institute for Intelligence and Special Ops, aka MOSSAD.

The Boss is exposed to high radiation levels while providing ground support at a Nevada nuclear test.

**1952** Physicist Wernher von Braun proposes a plan to send men to Mars.

America founds the National Security Agency (NSA).

**1953** Khrushchev becomes First Secretary of the Soviet Communist Party.

Watson and Crick discover DNA's double-helix structure.

**1954** US Navy launches the first nuclear submarine, the USS Nautilus.

America tests a hydrogen bomb on Bikini Atoll, irradiating Naked Snake and contaminating the fishing boat Daigo Fukuryu Maru.

US Secretary of State John Dulles announces the New Look Policy.

The Soviet Union founds the KGB.

**1955** Einstein dies, taking his passion to abolish nuclear arms with him.

The first conference against atomic and hydrogen bombs meets in Hiroshima, Japan.

**1957** America successfully launches an ICBM (intercontinental ballistic missile).

Soviet Union launches Sputnik-1.

**1958** America launches the satellite Explorer-1.

**1959** The Cuban Revolution.

The American National Advisory Committee for Aeronautics (NACA) founds NASA.

**1960** America's surveillance aircraft Lockheed U-2 violates Soviet airspace.

Soviet Chairman Khrushchev announces the transport of missiles to Cuba in an act of resistance against American foreign policy.

Two NSA cryptanalysts, ADAM and EVA, defect to the Soviet Union.

**1961** America and Cuba end diplomatic relations.

President Kennedy falls into disfavor with the Philosophers.

Yuri Gagarin boards Vostok-1 and becomes the first man in space.

Alan Shepard pilots the first sub-orbital flight.

Construction of the Berlin Wall begins.

US Army founds the Green Berets.

Soviet Union tests the largest nuclear weapon in existence over the Arctic island of Novaya Zemlya.

**1962** American surveillance craft U-2 discovers Soviet missiles in Cuba, sparking the Cuban Missile Crisis.

**1963** The New York Times ends a 114 day strike and publishes a 702 page Sunday edition.

Valentina Tereshkova boards Vostok-6 and becomes the first female cosmonaut.

Soviet and American leaders sign the Hot Line Expansion Agreement.

America, the Soviet Union, and the UK sign the Partial Test Ban Treaty at the Grand Kremlin Palace.

President Kennedy is assassinated.

Movies The Great Escape and 007: Dr. No are released.

**1964** US Department of Health announces that cigarettes cause lung cancer.

The Gulf of Tonkin incident occurs in Vietnam.

Virtuous Mission and Operation Snake Eater commence.

Naked Snake is awarded the title of Big Boss.

**1965** America bombs North Vietnam.

Sigint joins ARPA, which grows into DARPA.

**1966** US Department of Transportation creates the EMS response system.

**1968** Soviet Union invades Czechoslovakia.

Strategic Arms Limitation Talks (Détente-1) initiated.

EVA disappears in Hanoi.

**1969** America puts the first man on the moon with Project Apollo.

The US Department of Defense and ARPA establish ARPAnet, the basis for the internet.

**1970** The first paramedic system is introduced in Seattle, Washington.

The San Hieronymo Peninsula incident, the Successor Project is concluded.

Major Zero disbands the FOX Unit.

**1971** Soviet Union launches Salyut-1, the first space station.

Big Boss establishes FOXHOUND in effort to exterminate renegade FOX Unit.

**1972** Project Apollo ends with Apollo-17.

The Les Enfants Terribles Project gives birth to the Sons of Big Boss -- Liquid and Solid Snake.

**1973** America launches the space station Skylab.

America withdraws ground troops from Vietnam.

**1975** Richard Dawkins publishes The Selfish Gene.

**1977** America establishes Delta Force.

**1979** Soviet Union invades Afghanistan, new cold war begins.

**1981** America launches Columbia, the first space shuttle.

**1982** Falklands War begins.

**1983** President Reagan announces the Strategic Defense Initiative (SDI).

**1985** Gorbachev's new administration ushers the Soviet Union into the Détente-2 era.

**1986** America's space shuttle program stalls due to the Challenger explosion.

Soviet Union launches space station Mir.

America proposes the Human Genome Project, igniting a global research effort.

Soviet Union officially announces the Chernobyl nuclear disaster.

**1989** The Berlin Wall falls.

**1990** Iraq invades Kuwait.

East and West Germany reunify.

**1991** The Gulf War begins.

Soviet Union collapses, and the Commonwealth of Independent States (CIS) rises in its place.

**1994** America adopts the Strategic Arms Reduction Treaty II (START-2).

**1995** The United Nations adopts the Comprehensive Test Ban Treaty.

Outer Heaven revolts.

**1999** Zanzibarland established.

UK scientists clone a sheep's somatic cell.

**2000** A joint team of Japanese, American, and European scientists announce the mapping of the human genome.

**2001** Multiple terrorist attacks hit America on September 11.

**2003** Nations launch a multilateral strike upon Iraq.

**2005** The Shadow Moses incident.

Documentary In the Darkness of Shadow Moses becomes a bestseller.

**2007** The USS Discovery sinks in Manhattan Bay.

Construction begins on the Big Shell Disposal Facility.

**2009** The Big Shell incident.

Liquid-Ocelot retrieves GW from Arsenal Gear.

**201X** Solid Snake returns to the battlefield as Old Snake.

# 1964

## Virtuous Mission
## Operation Snake Eater

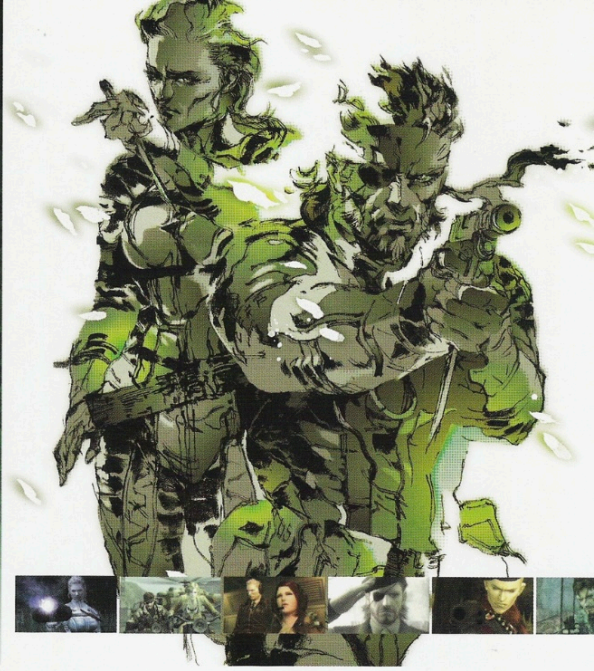
August 24, 1964. Thirty thousand feet above Pakistan, a man launches himself from a special ops Combat Talon aircraft emblazoned with the US flag. It is the first HALO (high altitude, low opening) jump in history, and the beginning of the covert Virtuous Mission.

*Metal Gear Solid 3* is set during the Cold War, the beginning of the Metal Gear saga. MGS3 tells the story of soldiers struggling with questions of loyalty, even as those loyalties change with the times. Naked Snake, an operative in the Special Forces unit FOX. Zero, the commander of FOX.

Volgin, a.k.a. Thunderbolt, a renegade Soviet officer who plots to throw the world into chaos. Ocelot, leader of the elite Ocelot Unit in the Soviet military intelligence outfit GRU. And The Boss, the so-called Mother of US Special Forces, Snake's mentor and a traitor to her country. A drama of loyalty and betrayal unfolds as these players clash over the Shagohod, a nuclear-armed tank. The plot thickens in Operation Snake Eater, a desperate mission with the fate of FOX at stake. With the doomsday weapon Shagohod finally complete, Snake enlists the aid of EVA, a beautiful and mysterious female spy sent to penetrate the GRU, to stop the Shagohod. Will Snake reach his objective in time? Discover the origin of Big Boss, the man who started it all, in this epic title for the PlayStation®2.

TACTICAL ESPIONAGE ACTION

**METAL GEAR SOLID 3**
**SNAKE EATER**



# 1970-99

## San Hieronymo Incident
## Outer Heaven Uprising
## Zanzibar Land Insurrection

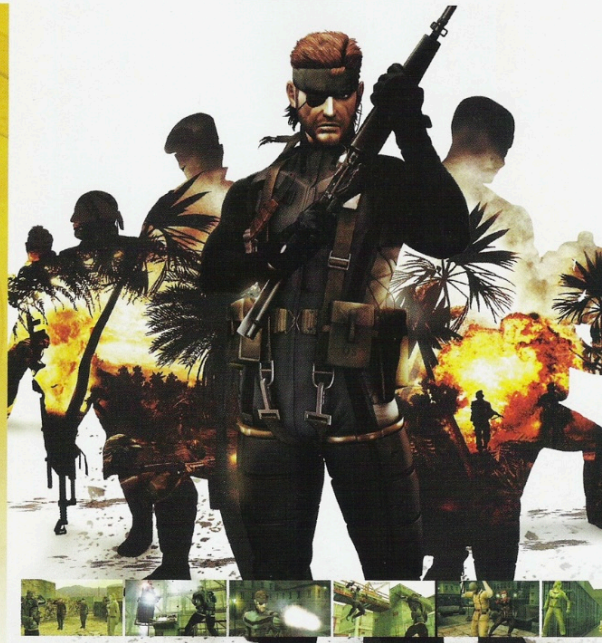
It is the era of détente, The FOX unit takes over a Soviet army base on the San Hieronymo Peninsula in central Colombia and launches a rebellion. Big Boss, now retired from FOX, is abducted by his former comrades and imprisoned in a cell on the peninsula. He escapes and, forming his own unit along with the local Soviet troops, sets out to put an end to FOX's rebellion. Developed for the PSP®, *Metal Gear Solid: Portable Ops* fills the gap between *Metal Gear Solid 3* and *Metal Gear* in the story of Big Boss.

Big Boss's next appearance on the world stage would come in 1995, when FOXHOUND, a new Special Forces unit led by Big Boss, is dispatched to quell an uprising in the South African fortress state of Outer Heaven. Big Boss sends a rookie, Solid Snake, on a mission to destroy Metal Gear, a nuclear-armed bipedal walking tank developed by Outer Heaven. After completing this mission, Solid Snake pursues the specter of Big Boss to Zanzibar Land. In *Metal Gear* and *Metal Gear 2: Solid Snake* for the MSX2, the spotlight passes to a new hero: Solid Snake. PlayStation®2 ports of these two classics are also included in *Metal Gear Solid 3: Subsistence*.

**METAL GEAR SOLID**
**PORTABLE OPS**

METAL GEAR

METAL GEAR 2 SOLID SNAKE



# 2005

## Shadow Moses Incident

It is the dawn of the 21st century. The Special Forces unit FOXHOUND seizes control of a nuclear weapons disposal facility on Shadow Moses, an isolated rock in Alaska's Fox Islands. They present their demands to the government:

Hand over the remains of the legendary hero Big Boss within 24 hours, or FOXHOUND will launch a nuke. In response, the government summons Solid Snake out of seclusion in the Alaskan wilderness and sends him on a solo mission to infiltrate Shadow Moses. Released for the PlayStation®, *Metal Gear Solid* combines exciting live-action and polygon-rendered cutscenes, and 3D CG action scenes, with innovative gameplay, all while delivering an anti-war, anti-nuke message. When FOXHOUND leader Liquid Snake uses the nuclear-armed bipedal walking tank Metal Gear REX to threaten the world with nuclear war, Solid Snake sets out to fight FOXHOUND and rescue Metal Gear developer Dr. Hal Emmerich. Ultimately, Solid Snake learns that Liquid Snake has the same genes as he, and that both Snakes are the heirs of Big Boss's genetic legacy. Full of plot twists, conspiracy, and betrayal, this is "the greatest story of the 20th century," the title that made a name for the series. What terrible truths await Snake in the depths of Shadow Moses?

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

# 2007-09

## Tanker Incident
## Big Shell Incident

After the Shadow Moses incident, technological data on Metal Gear leaks onto the black market. In 2007, a tanker sinks in the middle of New York Bay. The disaster is orchestrated by Solid Snake, now a member of the anti-Metal Gear NGO "Philanthropy." Snake is believed lost at the bottom of the sea along with the tanker...

Two years later, the floating Big Shell facility is constructed for the ostensible purpose of cleaning up the oil spilled by the tanker. But the Big Shell is taken over by the terrorist group "Sons of Liberty," led by a man claiming to be the long-lost Solid Snake. With the US President held hostage, the government sends Raiden, a new recruit in the new FOXHOUND, to infiltrate the Big Shell. Raiden is a new generation of soldier, trained only through VR simulations. Inside the Big Shell, Raiden learns that the leader of the terrorists is not Solid Snake, but yet another heir of Big Boss's genes, a third Snake to follow Solid and Liquid - Solidus. And ultimately, Raiden discovers that there are others controlling and watching his every move: the Patriots, a shadowy organization that even the President answers to. Gradually, Raiden's past is revealed, and the story hurtles toward a shocking conclusion. *Metal Gear Solid 2* utilizes the full capabilities of the PlayStation®2 to present dazzling visuals and a fully immersive game environment.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

2014
METAL GEAR SOLID 4
GUNS OF THE PATRIOTS
TACTICAL ESPIONAGE ACTION
KOJIMA PRODUCTIONS PRESENTS
Game Designed by HIDEO KOJIMA
Written by HIDEO KOJIMA SHIGYO MURATA / Military Advisor MOTOSADA MORI / Character Designer YOJI SHINKAWA / Mechanic Designer YOJI SHINKAWA KEIJI MATATE / Lead Programmer YURI KOREKADO / System Programmer KUNIO TAKABE
Enemy AI Lead Programmer KAZUHIDE HATSUYAMA / Character Modelling Lead Artist HIDEKI SASAKI / Background Modelling Lead Artist MINEOKI KONDA / Motion Director MASAHIRO YOSHIKAGA / Real Time Demo Lead Artist MASAYA KOBAYASHI / 2D Lead Artist TAKAHIRO OMORI
CG Director YUTAKA NESSHI / Lead Scripter HIROAKI YOSHIKE / Sound Director SOYARO TOJIMA / Music by HARRY GREGSON-WILLIAMS NOBUKO TODA / Art Director YOJI SHINKAWA / Produced by KENICHIRO IMAIZUMI / Produced and Directed by HIDEO KOJIMA
www.konamistyle-europe.com www.metalgearsolid.com
KONAMI
PLAYSTATION 3

# CHARACTERS

## Naked Snake

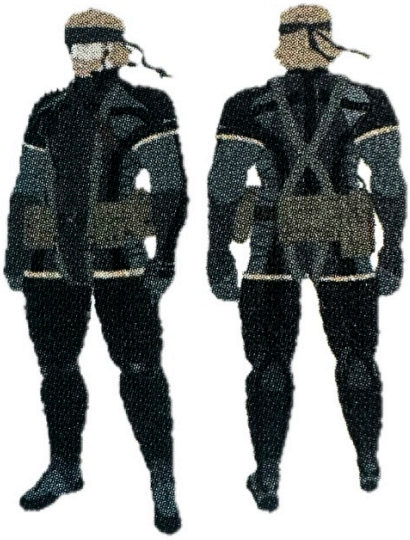
ネイキッド・スネーク

A former member of the special forces unit FOX. He is the last and best disciple of The Boss, the famous ``mother of special forces,'' and has inherited her fighting techniques.

He has a history of being exposed to atomic bombs due to nuclear tests at Bikini Atoll.

MPO
スニーキングスーツ

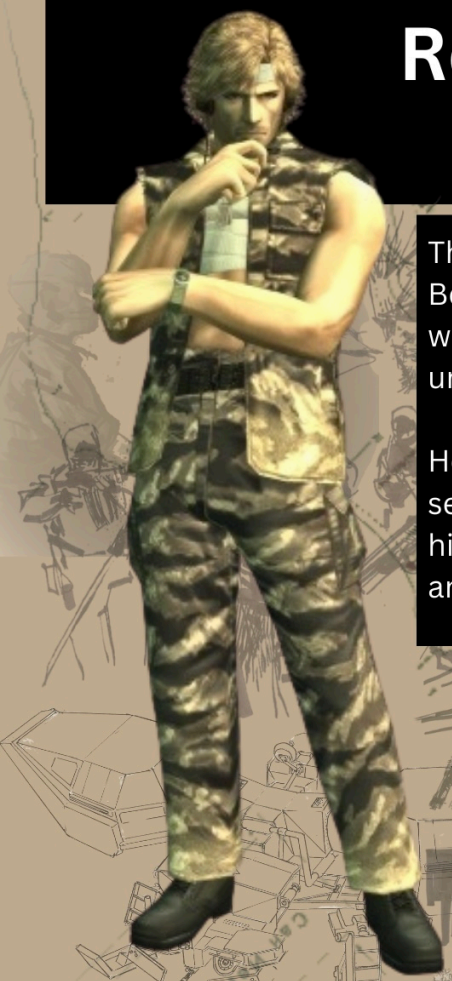
SNAKE for PSP
ロシア製スニーキングスーツ+ヴァルキンレッドスーツ+USA Fox戦闘



# CHARACTERS

## Roy Campbell

ロイ・キャンベル



The only survivor of the Green Beret reconnaissance team that was annihilated by the rebel FOX unit.

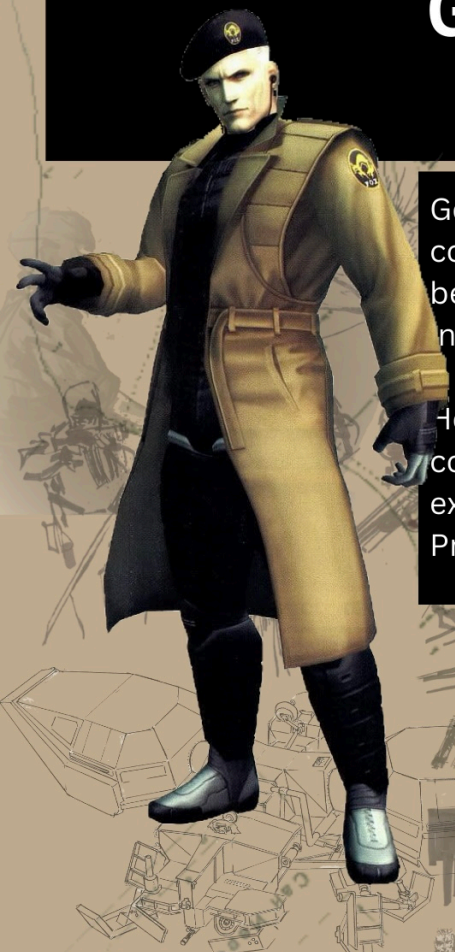
He is an excellent soldier who has served in the Marines, and is highly skilled in information analysis.

ASHLEY WOOD

# CHARACTERS

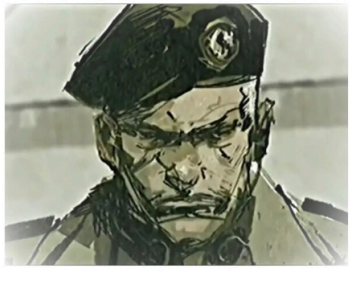
## Gene (Viper)

ジーン（ヴァイパー）



Gene (Viper), the FOX commander, and mastermind behind the San Hieronymo Incident.

He is also known as the "ultimate commander" created through an experiment called the "Successor Project".



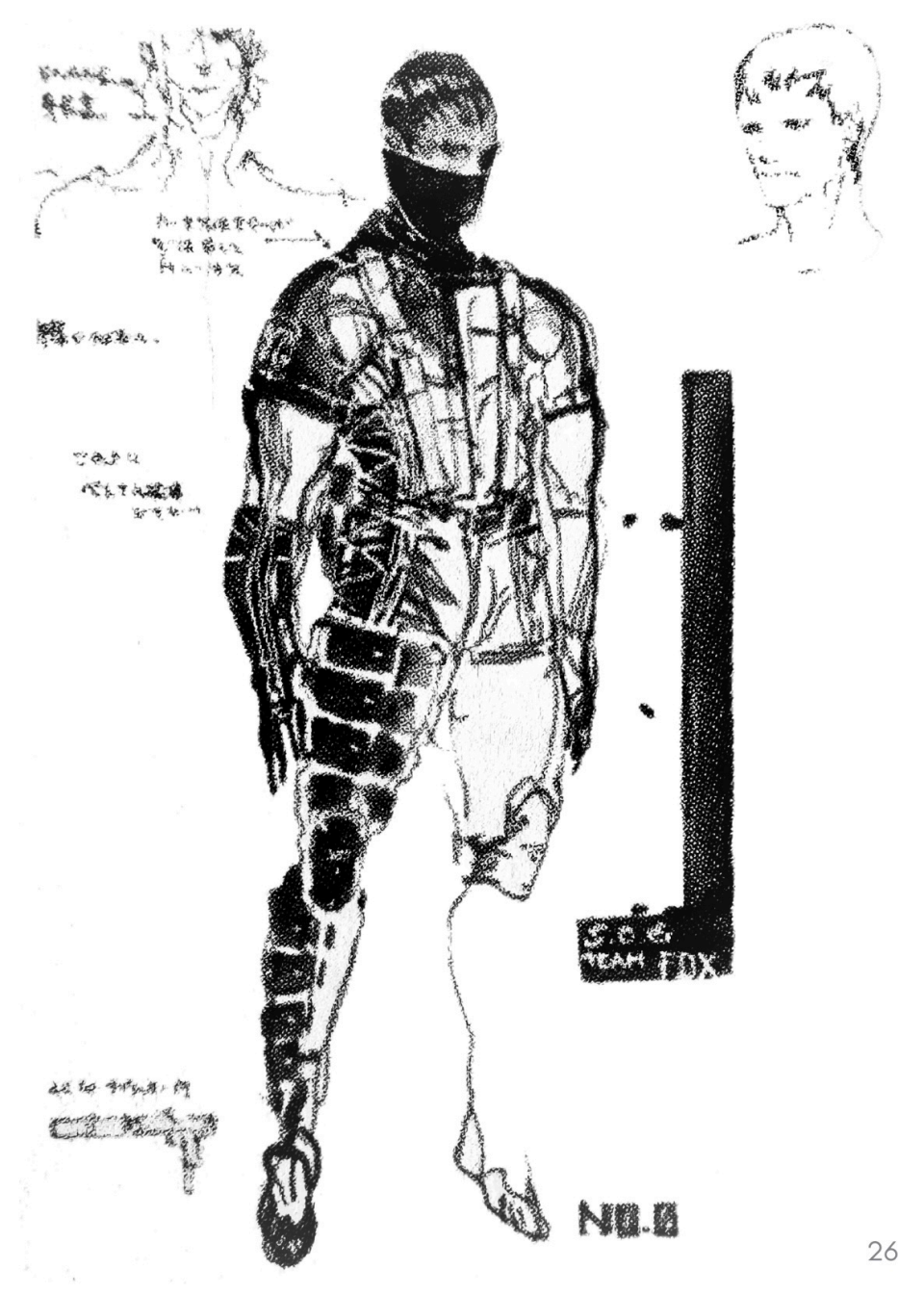
# CHARACTERS

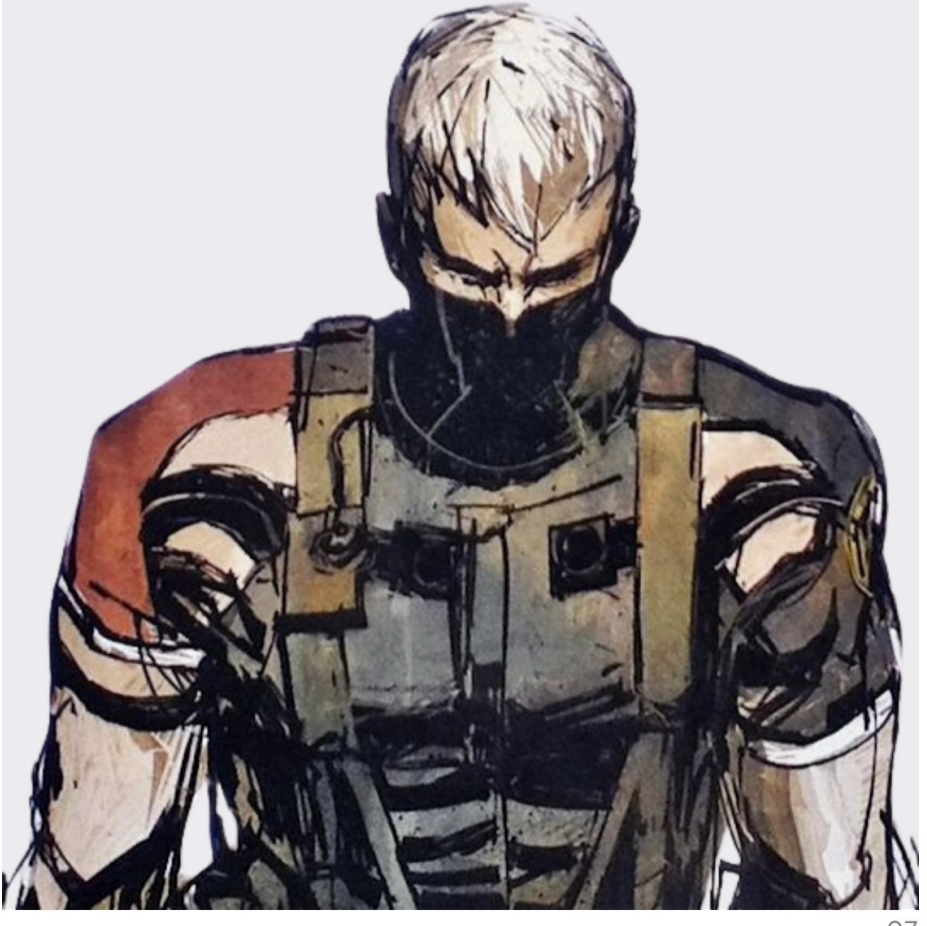
## Null

ヌル

His name means “Zero”, or “Nothing” in German. He is the "perfect soldier" whose human memories and emotions have been erased.

He boasts superhuman combat skills, but his mental control requires constant adjustment.


NEO



FOX

# CHARACTERS

## Python

パイソン

A former comrade of Snake. Due to a fatal injury sustained during a mission, his body temperature rises continuously, and he requires a cooling suit at all times.

He also has heat-dissipating parts embedded in his head.

# CHARACTERS

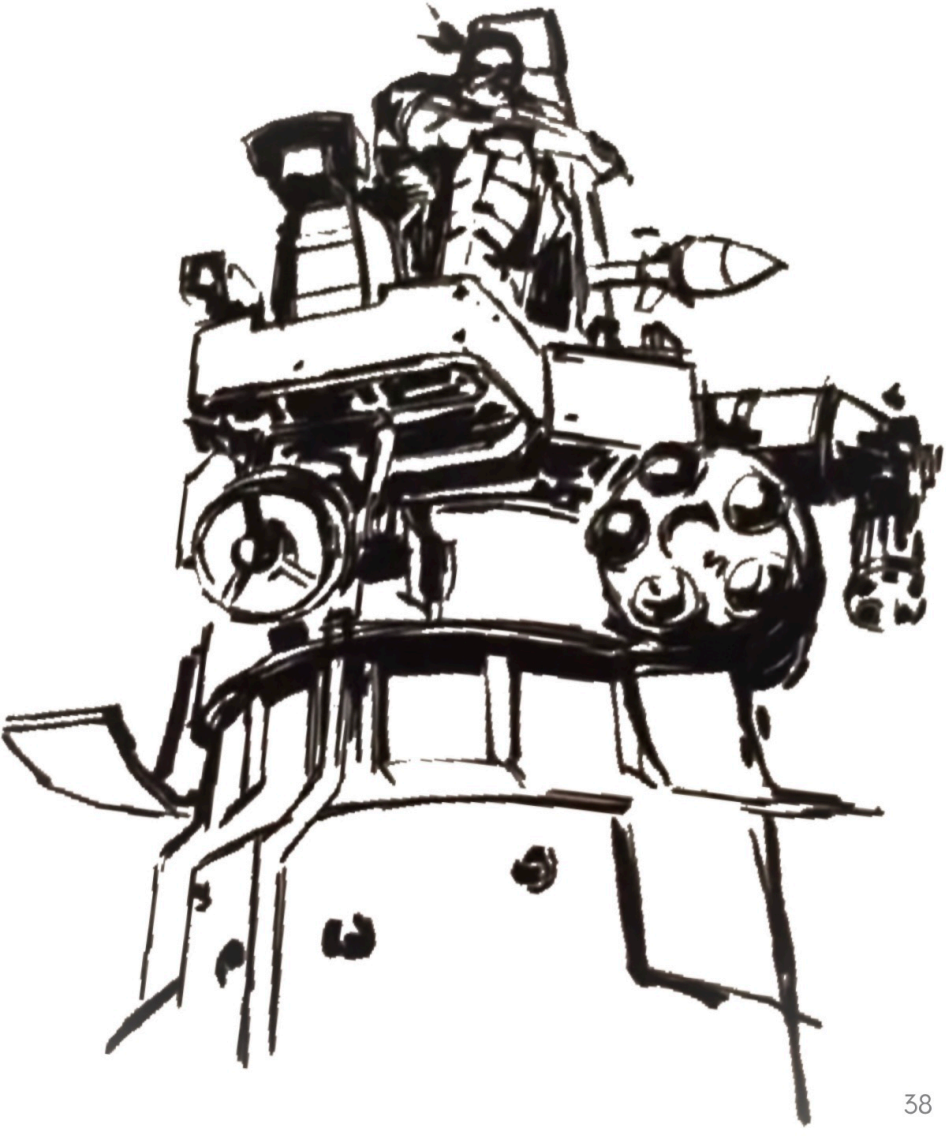
## Lt. Cunningham

### カニンガム中尉

FOX’s interrogation specialist. A specialist in extracting information through torture.

One of his legs is a prosthetic, with the original lost in the line of duty.

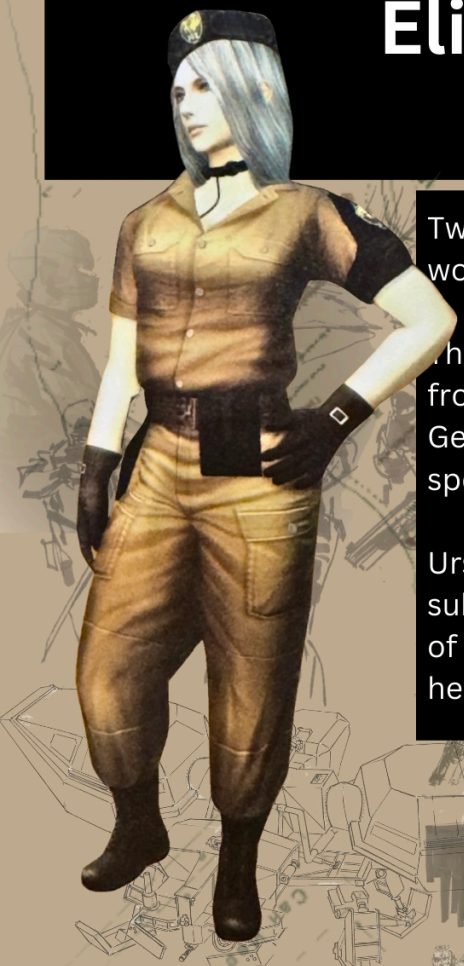
While assisting in FOX’s rebellion, it seems he's not just following Gene's orders...



# CHARACTERS

## Elisa & Ursula

エリサとウルスラ



Twin sisters with ESP who both work for Gene.

They were brought to the U.S. from a research institute in East Germany, where they underwent special training.

Ursula's powers increased substantially, but cost her much of her personality in exchange for her enhanced abilities.

# Other Characters

その他のキャラクター

**SIGINT**

An expert on weapons, armaments, and electronic equipment, and one of the people who served as Snake's backup during Operation Snake Eater six years ago. He currently serves at the Advanced Research Projects Agency of the Department of Defense (ARPA).

**Para-Medic**

A skilled medical staff member who helped Snake six years ago, just like Sigint.

“Paramedic" refers to a combat medic who enters dangerous emergency medical situations directly.

# Other Characters

その他のキャラクター

**Major Zero**
The former commander of FOX. He commanded Snake during Operation Snake Eater. He was arrested shortly after FOX rebelled and was forced to disband the unit.

**Ocelot (ADAM)**
An American double-agent working for both the KGB and CIA. He was a key figure in Operation Snake Eater and an adversary of Naked Snake. It is often unclear where his loyalties lie.

# Other Characters

その他のキャラクター

**Jonathon**

A Soviet soldier stationed at San Hieronymo. He is a good soldier with good judgment and well trained. He is the first soldier recruited by Snake. As they work together, they form a strong bond.

**Nikolai Sokolov**

A nuclear weapons scientis, famous for developing the Shagogod. He was presumed dead in Operation Snake Eater. Yet his plans seemed to have influenced the development of a new weapon...

# Other Characters

その他のキャラクター

**Colonel Skowronski**
A former fighter pilot, he was the commanding officer of the Soviet soldiers at San Hieronymo.

During Gene's rebellion, he was removed from power.

**CIA Director**
Director of the Central Intelligence Agency. He led the agency during Operation Snake Eater. Following this, he obtained a portion of the Philosophers Legacy. Ocelot (ADAM) reported directly to him.

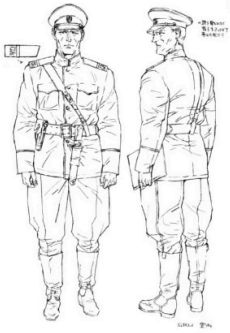
Skowronski

Sokolov

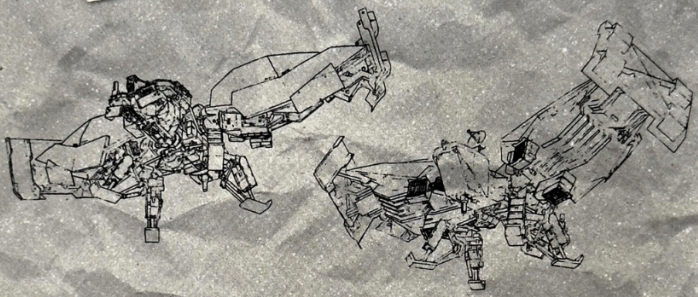
Mr. SIGINT

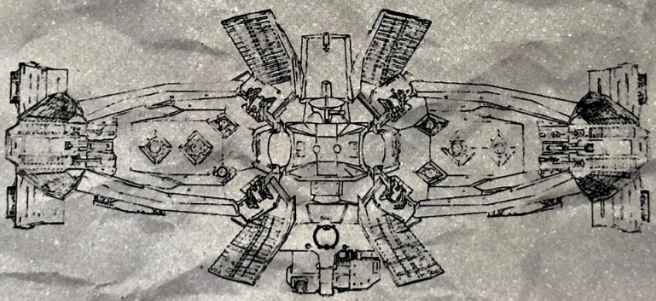
Zero

Ocelot



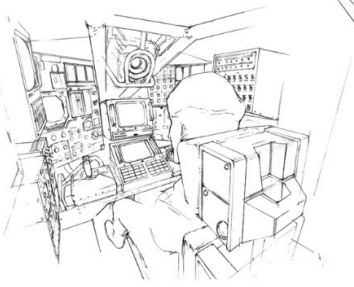
Patrol Soldier

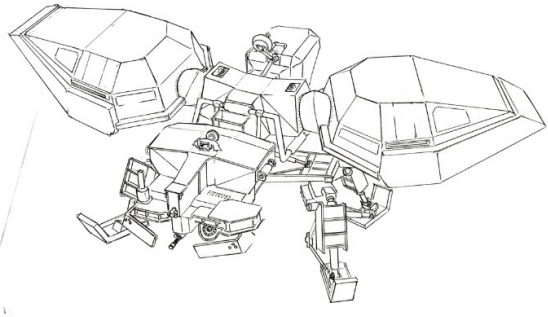


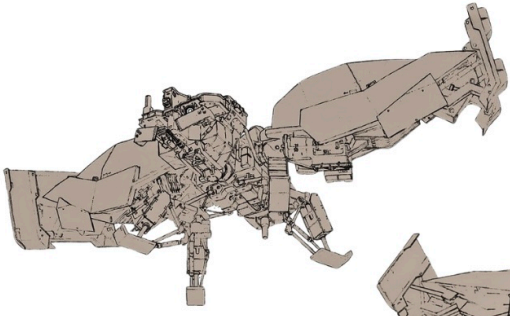


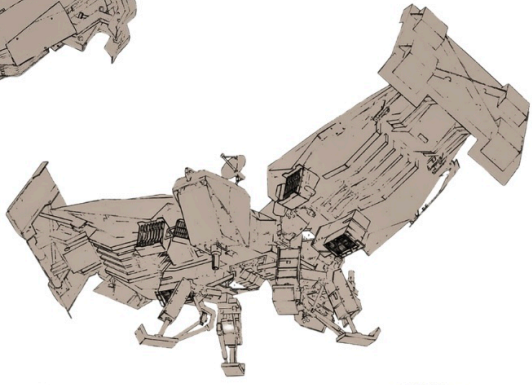
ジーンが合衆国から奪ったという機密新兵器。ソ連との「交渉」に使うつもりでいると思われる。サンヒエロニモ半島に残っているソ連製の核ミサイルを利用する模様。完成までには時間を要するという情報が入ってはいるが、現在の格納場所は不明である。通常装備としても強力な兵器を搭載していると推測される。

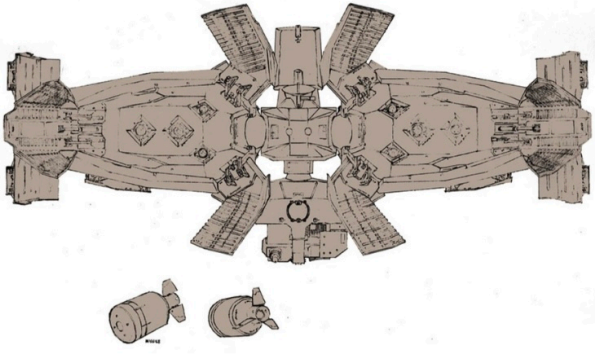
全高：7.9m　全長：10.9m　全幅：25.5m　乗員：1人　重量：80t　最高速度：0.5km/h
武装：M134ガトリング式機関銃(×1)、9M14S(×8)
装甲：90 ～ 10mm(均質圧延装甲+アルミ合金装甲)　エンジン出力：不明



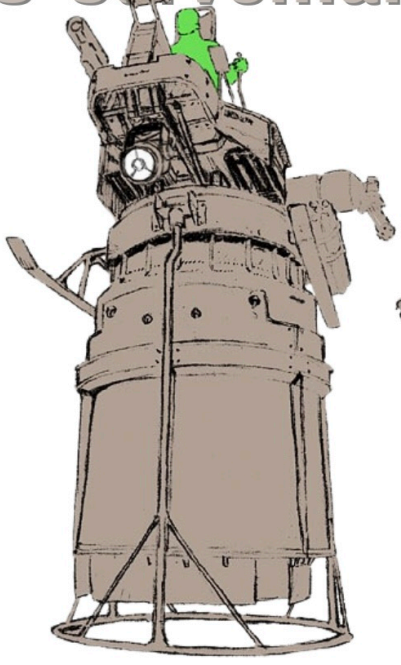


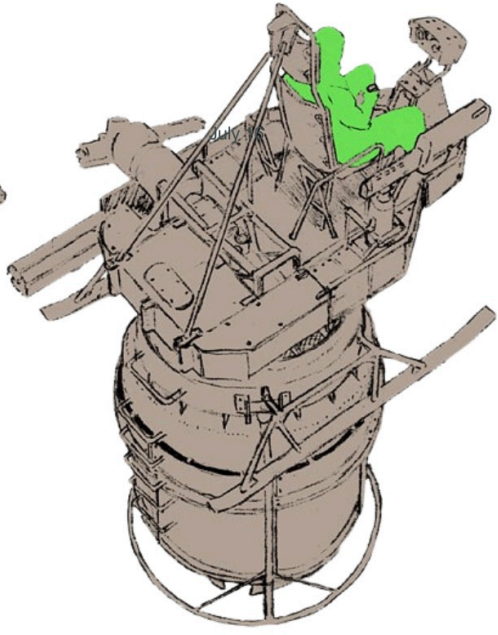


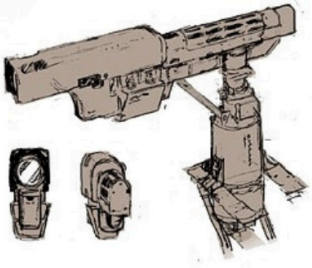


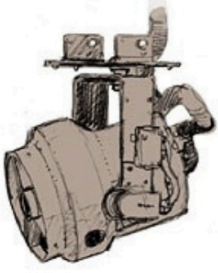


# Mechs
## & Surveillance Systems

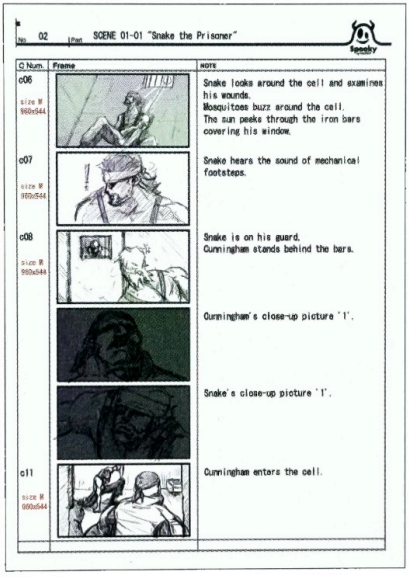


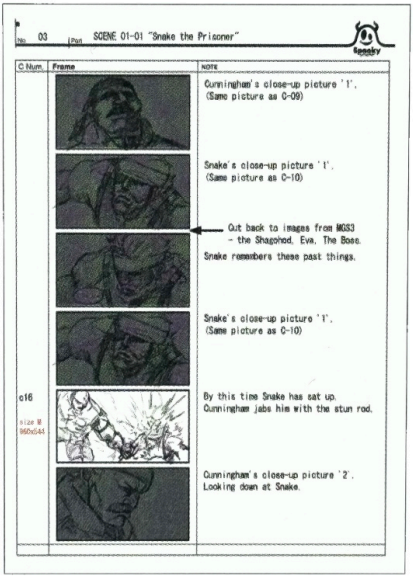


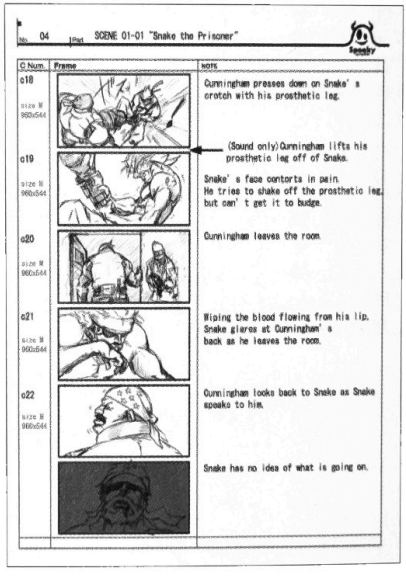




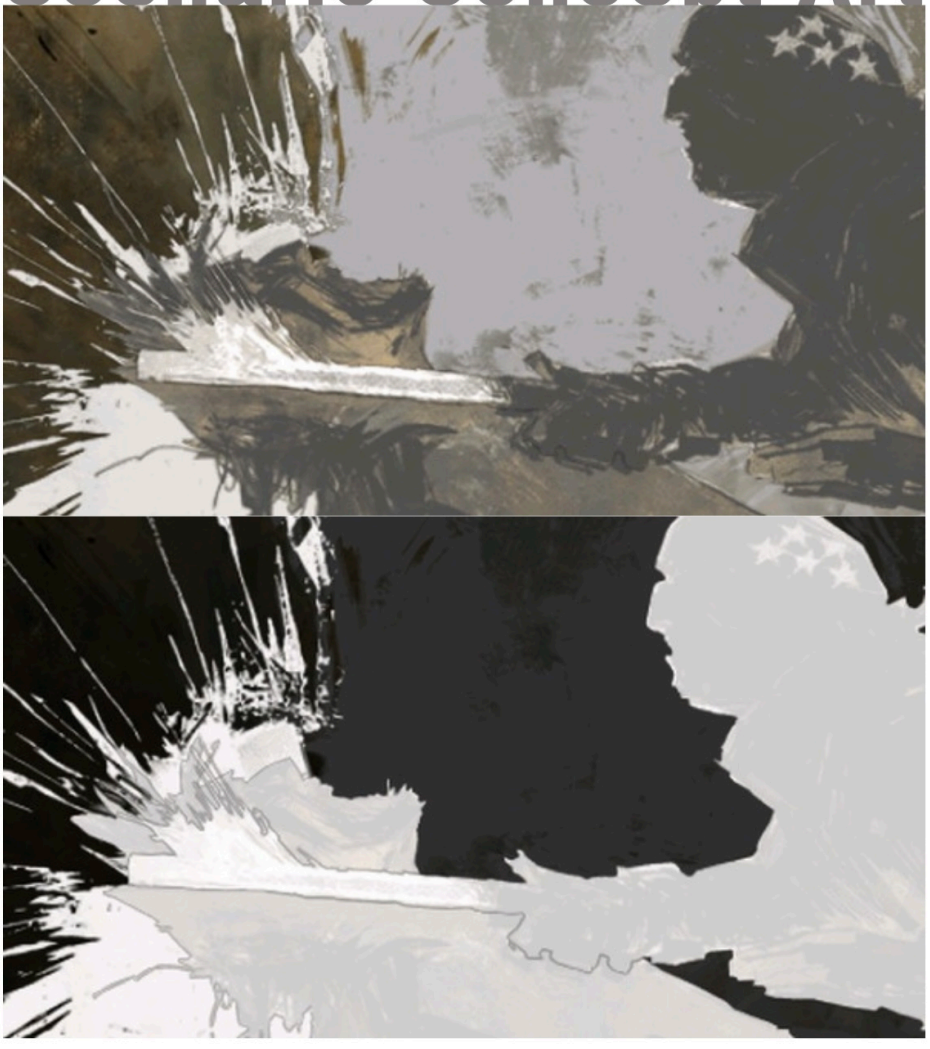
# Storyboards

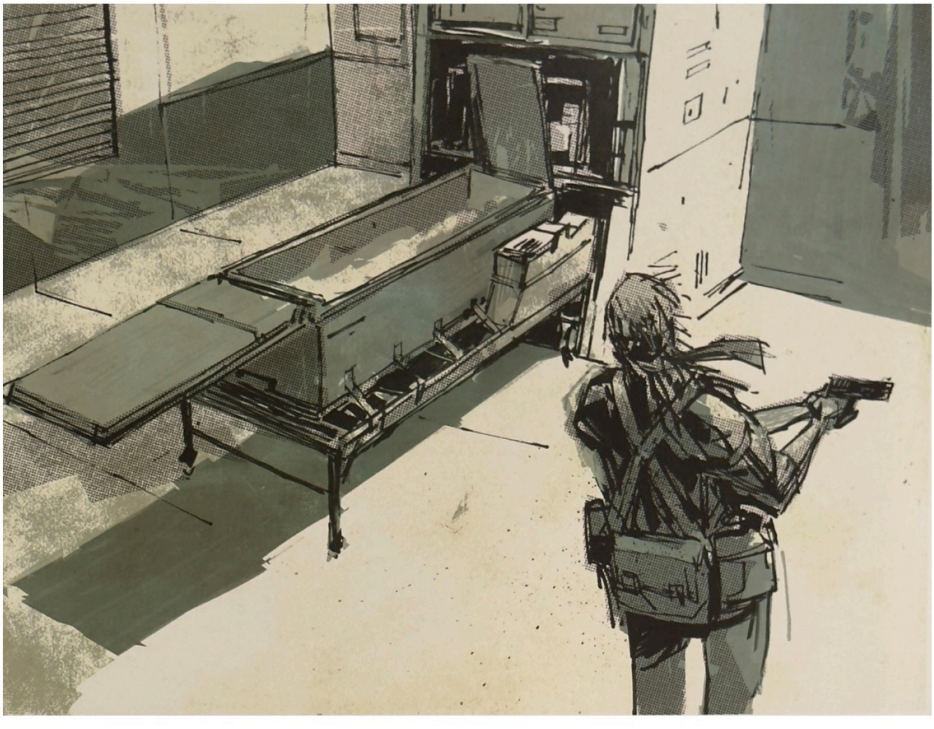


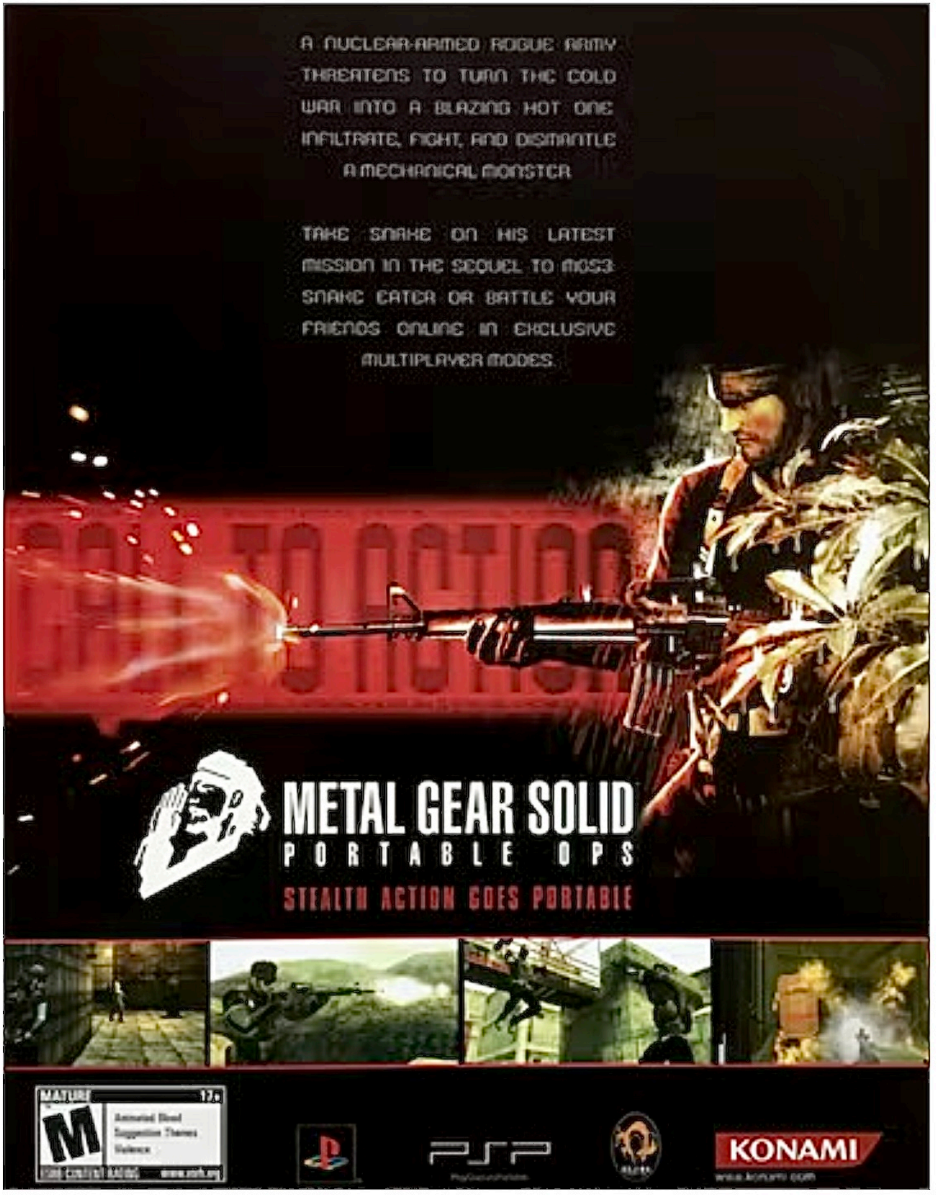



# Scenario Concept Art





# Promotional Art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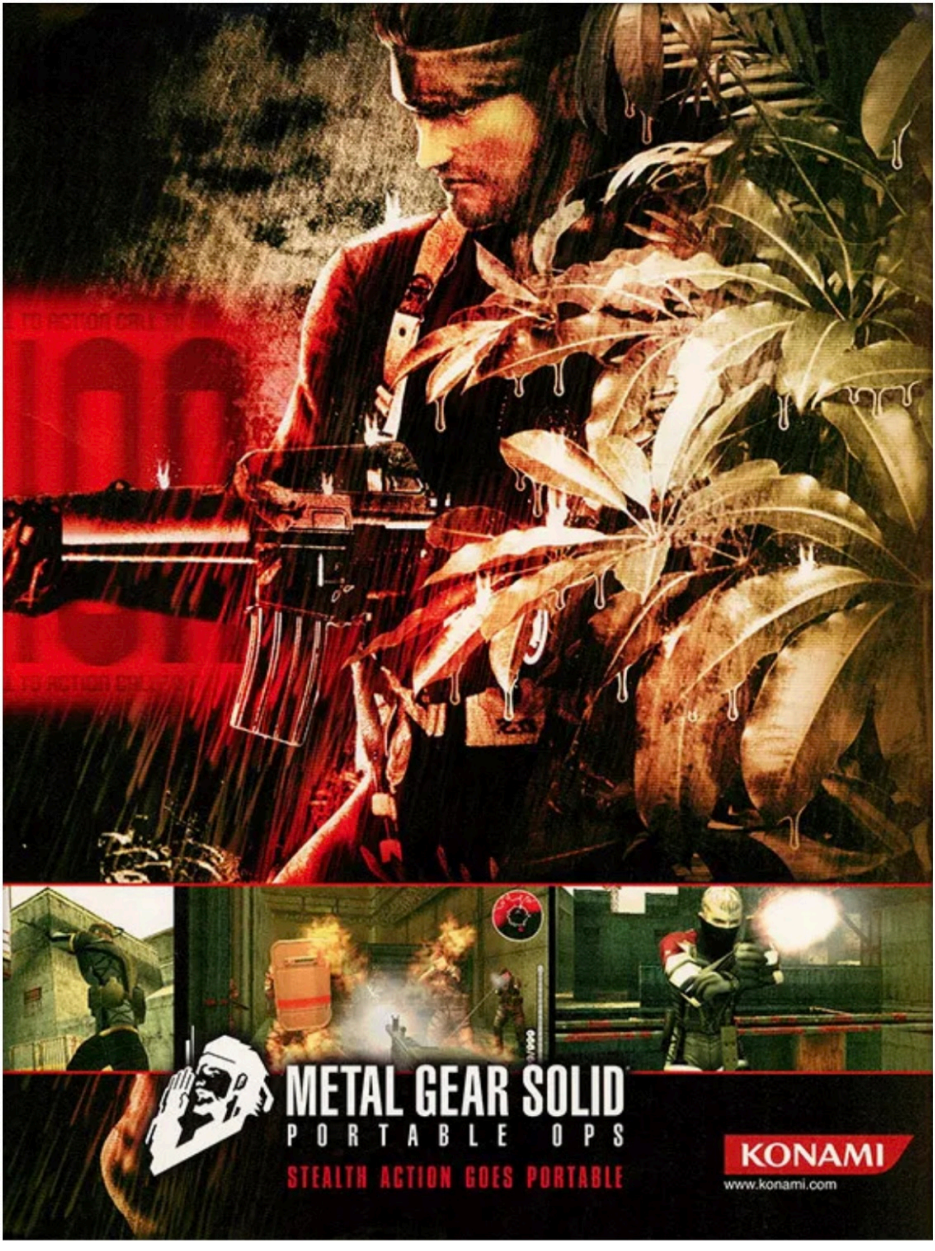
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